

D&D Fight Club

Meepo the Kobold Dragon-Keeper

By Robert Wiese



Welcome to *Fight Club*! This column provides complex opponents -- or occasionally allies -- at various challenge ratings. All you have to do is choose the right CR and drop it into your game. So if you're looking for a foe that's just a little different, this column is for you!

Design Notes

*As a special addition January's Races of the Dragon, we bring you the following Fight Club... featuring none other than Meepo! He may have lost in our first [Creature Competition](#), but he did lose to the eventual winner -- and garnered more respect than we ever imagined along the way. And so the Keeper of Dragons, we felt, deserved some sort of promotion... such as advancement through the **D&D Fight Club**!*

Because of their racial strength penalty, kobolds don't normally make strong melee opponents at higher levels. Generally, they prefer to cast spells or strike from a distance, resorting to melee only if they can maneuver their foes into cramped settings in which Small creatures can move freely and larger ones cannot. Thus, it should be no surprise that kobolds love warrens full of secret tunnels -- such environments are their way of compensating for physical weakness.



I debated going physical with Meepo and making him a lycanthrope frenzied berserker, but he just doesn't seem that way in *Sunless Citadel*. Thus, I took him along the route of spellcaster instead. His background includes a significant amount of adventuring in wild, untamed areas, such as the Shaar, the Jungles of Chult, or the Black Jungles of the ***Forgotten Realms Campaign Setting***. However, you can base his previous adventures anywhere that danger is high, centers of civilization are few, and dinosaurs roam the land.

As a kobold, Meepo starts with a number of disadvantages, and he gains even more if he is taken out of his comfortable environment -- as he might well be given his history. Even with the improvements I have given him, he's not really a strong melee combatant. But if he finds himself in a warren or a cramped dungeon with some allies that don't affect the overall encounter level much, he can provide an interesting challenge. And even if your PCs don't find him a challenging foe, he should make an interesting NPC for your campaign.

Meepo, Keeper of Dragons

Meepo began his recorded existence as a downtrodden kobold who got the worst jobs his tribe had to offer. So when the tribe "acquired" a young white dragon, he was assigned to tend to its needs. At first he thought the job might have some prestige, but he quickly realized that cleaning up dragon dung and getting blasted with cold breath every time the dragon was displeased made the job more onerous than glamorous. A band of adventurers eventually relieved Meepo of that responsibility (see *Sunless Citadel*), and somehow he managed to escape their swords, though the rest of his tribe did not. Now an orphan with no friends, Meepo began wandering the world alone.

At first unsure of his abilities, Meepo began to develop his latent magical ability, learning spells similar to those used by one of the adventurers from whom he had escaped. But while exploring the wilds of his world, he was attacked by a pack of fleshraker dinosaurs -- and not ordinary ones, either. As Meepo's luck would have it, his attackers were actually lycanthropic fleshrakers. Because they stripped his body and left him for dead rather than simply eating him, he became a werefleshraker as well.

Combat

Becoming a lycanthrope gave Meepo a level of power he had never thought possible, and he embraced his new existence with excitement. The combination of his dinosaur abilities and his emerging draconic nature -- as evidenced by his levels in sorcerer and dragon disciple -- has made him more powerful than he ever dreamed he could be when he was tending that young white dragon back in the *Sunless Citadel*.

In his animal form, Meepo stands about 7 feet tall and weighs approximately 300 lbs. He looks a bit like a four-footed velociraptor (see *Monster Manual III*), with thin, wicked-looking spines bristling from his back, tail, and muscled forearms. He normally stands upright but can run on all fours easily. His snout is full of nasty-looking teeth, though he prefers to strike with his claws and tail, all of which deliver a debilitating poison.



In the following text, CV denotes *Complete Adventurer*, and CA denotes *Complete Arcane*.

Meepo (4th Level)

At this level, Meepo cannot cast spells in his lycanthropic forms, so he prefers to stay away from combat (and behind cover) and employ his magic at the beginning of a battle. Once he has exhausted his offensive spells, he assumes fleshraker form and uses his leaping pounce attack.

He doesn't often use his hybrid form, since it is less powerful than his animal one. As a hybrid, he does not have access to the special attacks of his animal form, and because his size changes, he can no longer use his quarterstaff properly, so he is reduced to using teeth and claws.

Still cowardly at heart, Meepo invariably flees if he thinks he might die. Furthermore, he is too unsure of himself to work with allies unless he sees an obvious advantage in doing so.

Meepo CR 7

Male Kobold Werefleshraker Sorcerer 4 (Kobold Form)

N Small humanoid (reptilian, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +1

Languages Common, Draconic, empathic link

Weakness light sensitivity

AC 20, touch 15, flat-footed 17

hp 36 (8 HD)

Fort +5, **Ref** +8, **Will** +8

Resist +1 on saves against cold effects, paralysis, and sleep

Speed 30 ft. (6 squares)

Melee quarterstaff +3 (1d4-3)

BaseAtk +5; **Grp** -2

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 4th):

2nd (4 per day) -- *scorching ray* (ranged touch +8)

1st (7 per day) -- *expeditious retreat*, *magic missile*, *orb of lesser cold*CA (+9 ranged, DC 14)

0 (6 per day) -- *arcane mark*, *dancing lights*, *detect magic*, *ray of frost* (+9 ranged touch), *read magic*, *resistance*

Abilities Str 5, Dex 16, Con 11, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Heritage, Improved Natural Attack (claw), Iron WillB, Silent Spell, TrackB

Skills Bluff +7, Concentration +6, Control Shape +8, Craft (trapmaking) +3, Hide +18, Jump +6, Knowledge (arcana) +5, Profession (miner) +3, Search +3, Spellcraft +5, Tumble +4

Possessions*bracers of armor* +2, *ring of protection* +1, *lesser metamagic rod of Silent Spell*

Hook "Some foes are more than they appear."

Alternate Form (Su): Meepo can change into his hybrid or fleshraker form as a standard action, as though using the *polymorph* spell. He cannot cast spells with verbal components while in hybrid form and cannot cast spells at all in animal form.

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Male Kobold Werefleshraker Sorcerer 4 (Hybrid Form)

N Medium humanoid (reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Listen +1, Spot +1

Languages Common, Draconic, empathic link

AC 28, touch 18, flat-footed 21

hp 36 (8 HD); damage reduction 5/silver

Fort +7, **Ref** +12, **Will** +8

Resist +1 on saves against cold effects, paralysis, and sleep

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee claw +5 (1d6) or

Melee 2 claws +5 (1d6) and

Melee bite +0 (1d6)

Base Atk +5; Grp +5

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Abilities Str 11, Dex 24, Con 15, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Heritage (white), Improved Natural Attack (claw), Iron WillB, Silent Spell, TrackB

Skills Bluff +7, Concentration +8, Control Shape +8, Craft (trapmaking) +3, Hide +18, Jump +9, Knowledge (arcana) +5, Profession (miner) +3, Search +3, Spellcraft +5, Tumble +8

Possessions*bracers of armor +2*, *ring of protection +1*, *lesser metamagic rod of Silent Spell*

Hook "Some foes are more than they appear."

Alternate Form (Su): Meepo can change into his kobold or fleshraker form as a standard action, as though using the *polymorph* spell. He cannot cast spells with verbal components while in hybrid form and cannot cast spells at all in animal form.

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Male Kobold Werefleshraker Sorcerer 4 (Animal Form)

N Medium humanoid (reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +1

Languages Common, Draconic, empathic link

AC 25, touch 17, flat-footed 18

hp 36 (8 HD); damage reduction 5/silver

Fort +7, **Ref** +12, **Will** +8

Resist +1 on saves against cold effects, paralysis, and sleep

Weakness light sensitivity

Speed 50 ft. (10 squares)

Melee claw +5 (1d8 plus poison) or

Melee 2 claws +5 (1d8 plus poison) and

Melee bite +0 (1d6) and

Melee tail +0 (1d6 plus poison)

Base Atk +5; **Grp** +5

Atk Options leaping pounce, poison, rake 1d6

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Abilities Str 11, Dex 16, Con 11, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Heritage (white), Improved Natural Attack (claw), Iron WillB, Silent Spell, TrackB

Skills Bluff +7, Concentration +8, Control Shape +8, Craft (trapmaking) +3, Hide +18, Jump +21, Knowledge (arcana) +5, Profession (miner) +3, Search +3, Spellcraft +5, Tumble +8

Hook "Some foes are more than they appear."

Alternate Form (Su): Meepo can change into his kobold or hybrid form as a standard action, as though using the *polymorph* spell. He cannot cast spells with verbal components while in hybrid form and cannot cast spells at all in animal form.

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Leaping Pounce (Ex): When Meepo charges a foe, he can make a full attack, including one rake attack. If he hits and damages a Medium or smaller target, he can make a free trip attack without provoking an attack of

opportunity. If he succeeds, he can make a free grapple check. Success means the opponent is considered grappled and pinned beneath him. Meepo can deal automatic claw and rake damage on subsequent rounds to a pinned foe with a successful grapple check. If he fails the trip attempt, he cannot be tripped in return. If he fails the grapple check, the opponent is prone in its square but not grappled or pinned.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Poison (Ex): Injury, Fort save DC 14, initial and secondary damage 1d6 Dex.

Rake (Ex): Attack bonus +5, damage 1d6.

Male Toad Familiar

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages empathic link

AC 17, touch 15, flat-footed 16

hp 18 (1/4 HD, effective 8 HD)

Resist improved evasion

Fort +5, **Ref** +6, **Will** +7

Speed 5 ft. (1 square)

Space 1 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** -12

Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

SQ amphibious

Feats Alertness

Skills Bluff +1, Concentration +6, Control Shape +9, Hide +21, Jump -14, Listen +4, Spot +4

Hook "Ribbbbit!"

Improved Evasion (Ex): No damage on successful Reflex save and half damage if the save fails.

Meepo (10th Level)

Now that he has some draconic abilities and the ability to cast spells in his lycanthropic forms, Meepo feels better about entering melee. However, his hit points are still pretty low for his Challenge Rating. Because he knows he doesn't have the staying power for a lengthy melee combat, he prefers to use spells from a distance first, then cast *haste* so that he can use his attacks and breath weapon to best effect.

With his Draconic Breath feat, Meepo can convert extra 3rd-level spells into additional uses of his breath weapon. He can use his breath weapon in any form, but he prefers his animal form in combat.

If Meepo can surprise his foes, he assumes his animal form and prepares for combat by casting *haste* and *wraithstrike*. Then he fires off a *scorching ray* to soften up a target and charges in to use his leaping pounce ability. Thereafter, he starts alternating breath weapons with melee attacks, but he still flees from combat if he is near death. He would love to have allies, but he remains nervous about anyone he might be working with.

Meepo CR 13

Male Kobold Werefleshraker sorcerer 6/dragon disciple 4 (Kobold Form)

N Small humanoid (reptilian, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +5

Languages Common, Draconic, empathic link

AC 25, touch 16, flat-footed 22

hp 81 (14 HD)

Fort +11, **Ref** +10, **Will** +13

Resist +2 on saves against cold effects, paralysis, and sleep

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee bite +11 (1d4+1) or

Melee bite +11 (1d4+1) and

Melee 2 claws +6 (1d4+1) or

Melee quarterstaff +11 (1d4+1) or

Melee quarterstaff +11/+6 (1d4+1)

Base Atk +9; **Grp** +6

Special Actions breath weapon (cold, 2d8)

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (7 per day) -- *haste*

2nd (6 per day) -- *scorching ray* (+13 ranged touch), *wraithstrike*CV

1st (7 per day) -- *expeditious retreat*, *magic missile*, *orb of lesser cold*CA (+13 ranged, DC 14), *shield*

0 (6 per day) -- *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost* (+13 ranged touch), *read magic*, *resistance*

Abilities Str 13, Dex 16, Con 12, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage, Improved Natural Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, TrackB

Skills Bluff +7, Concentration +9, Control Shape +12, Craft (trapmaking) +3, Hide +18, Jump +10, Knowledge (arcana) +9, Profession (miner) +3, Search +3, Spellcraft +11, Spot +5, Tumble +4

Possessions*bracers of armor* +4, *ring of protection* +2, *belt of giant strength* +4, *lesser metamagic rod of Extend Spell*, *brooch of shielding*

Hook "The way of the dragon is the path to power."

Alternate Form (Su): Meepo can change into his hybrid or fleshraker form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 2d8 points of damage (Ref DC 15 half).

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Male Kobold Werefleshraker sorcerer 6/dragon disciple 4 (Hybrid Form)

N Medium humanoid (reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Listen +1, Spot +5

Languages Common, Draconic, empathic link

AC 33, touch 19, flat-footed 26

hp 81 (14 HD); damage reduction 5/silver

Fort +13, **Ref** +14, **Will** +13

Resist +2 on saves against cold effects, paralysis, and sleep

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee claw +13 (1d6+4) or

Melee 2 claws +13 (1d6+4) and

Melee bite +8 (1d6+2)

Base Atk +9; **Grp** +13

Special Actions breath weapon (cold, 2d8)

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (7 per day) -- *haste*

2nd (6 per day) -- *scorching ray* (+16 ranged touch), *wraithstrike*CV

1st (7 per day) -- *expeditious retreat*, *magic missile*, *orb of lesser cold*CA (+16 ranged, DC 14), *shield*

0 (6 per day) -- *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost* (+16 ranged touch), *read magic*, *resistance*

Abilities Str 19, Dex 24, Con 16, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage, Improved Natural Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, TrackB

Skills Bluff +7, Concentration +11, Control Shape +12, Craft (trapmaking) +3, Hide +18, Jump +13, Knowledge (arcana) +9, Profession (miner) +3, Search +3, Spellcraft +11, Spot +5, Tumble +8

Possessions*bracers of armor* +4, *ring of protection* +2, *belt of giant strength* +4, *lesser metamagic rod of Extend Spell*, *brooch of shielding*

Hook "The way of the dragon is the path to power."

Alternate Form (Su): Meepo can change into his kobold or fleshraker form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 2d8 points of damage (Ref DC 17 half).

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Male Kobold Werefleshraker sorcerer 6/dragon disciple 4 (Animal Form)

N Medium humanoid (reptilian, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +5

Languages Common, Draconic, empathic link

AC 27, touch 17, flat-footed 20

hp 81 (14 HD); damage reduction 5/silver

Fort +13, **Ref** +14, **Will** +13

Resist +2 on saves against cold effects, paralysis, and sleep

Weakness light sensitivity

Speed 50 ft. (10 squares)

Melee claw +11 (1d8+2 plus poison) or

Melee 2 claws +11 (1d8+2 plus poison) and

Melee bite +6 (1d6+1) or

Melee tail +6 (1d6+1 plus poison)

Base Atk +9; **Grp** +11

Atk Options leaping pounce, poison, rake 1d6+1

Special Actions breath weapon (cold, 2d8)

Combat Gear 2 *potions of cure light wounds*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (7 per day) -- *haste*

2nd (6 per day) -- *scorching ray* (+16 ranged touch), *wraithstrike*CV

1st (7 per day) -- *expeditious retreat*, *magic missile*, *orb of lesser cold*CA (+16 ranged, DC 14), *shield*

0 (6 per day) -- *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost* (+16 ranged touch), *read magic*, *resistance*

Abilities Str 15, Dex 24, Con 16, Int 12, Wis 12, Cha 16

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage (white), Improved Natural Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, TrackB

Skills Bluff +7, Concentration +11, Control Shape +12, Craft (trapmaking) +3, Hide +18, Jump +31, Knowledge (arcana) +9, Profession (miner) +3, Search +3, Spellcraft +11, Spot +5, Tumble +8

Possessions*bracers of armor* +4, *ring of protection* +2, *belt of giant strength* +4, *lesser metamagic rod of Extend Spell*, *brooch of shielding*

Hook "The way of the dragon is the path to power."

Alternate Form (Su): Meepo can change into his kobold or hybrid form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 2d8 points of damage (Ref DC 17 half).

Leaping Pounce (Ex): When Meepo charges a foe, he can make a full attack, including one rake attack. If he hits and damages a Medium or smaller target, he can make a free trip attack without provoking an attack of opportunity. If he succeeds, he can make a free grapple check. Success means the opponent is considered grappled and pinned beneath him. Meepo can deal automatic claw and rake damage on subsequent rounds to a pinned foe with a successful grapple check. If he fails the trip attempt, he cannot be tripped in return. If he fails the grapple check, the opponent is prone in its square but not grappled or pinned.

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Poison (Ex): Injury, Fort save DC 20, initial and secondary damage 1d6 Dex.

Rake (Ex): Attack bonus +11, damage 1d6+1.

Male Toad Familiar

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +4, Spot +8

Languages empathic link, speak with master

AC 18, touch 15, flat-footed 17

hp 40 (1/4 HD; effective 14 HD)

Resist improved evasion

Fort +10, **Ref** +8, **Will** +12

Speed 5 ft. (1 square)

Space 1 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** -8

Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

SQ amphibious

Feats Alertness

Skills Bluff +1, Concentration +8, Control Shape +13, Hide +21, Jump -14, Listen +4, Spot +8

Hook "Ribbbit!"

Improved Evasion (Ex): No damage on successful Reflex save and half damage if the save fails.

Meepo (16th Level)

Now that Meepo can fly, he casts *haste* and *wraithstrike* before entering combat, then strafes opponents with breath weapons or spells while flying. He still prefers his animal form in combat, and he begins using his leaping pounce ability when flying becomes less useful.

Though his Challenge Rating is 19, Meepo would be seriously outclassed by any group of 19th-level adventurers. Because he knows that he is not as powerful as most of the adversaries he fights, Meepo prefers hit-and-run tactics. As always, he flees if seriously threatened -- that lesson from his youth is firmly entrenched in his mind. He now loves allies, however, and recruits them whenever he can.

Meepo CR 19

Male Half-Kobold Half-Werefleshraker sorcerer 6/dragon disciple 10 (Kobold Form)

N Small dragon (augmented humanoid, reptilian, shapechanger)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11

Languages Common, Draconic, empathic link

AC 32, touch 19, flat-footed 29

hp 146 (20 HD)

Fort +20, **Ref** +17, **Will** +21

Immune cold, paralysis, sleep

Weakness light sensitivity

Speed 30 ft. (6 squares), fly 30 ft. (average)

Melee bite +18 (1d4+4) or

Melee bite +18 (1d4+4) and

Melee 2 claws +13 (1d4+2) or

Melee quarterstaff +18 (1d4+6) or

Melee quarterstaff +18/+13/+8 (1d4+6)

Base Atk +13; **Grp** +13

Special Actions breath weapon (cold, 6d8)

Combat Gear 4 *potions of cure light wounds*, 6 *potions of cure moderate wounds*, 6 *potions of cure serious wounds*

Sorcerer Spells Known (CL 6th):

3rd (9 per day) -- *haste*

2nd (8 per day) -- *scorching ray* (+17 ranged touch), *wraithstrike*CV



1st (8 per day) -- *expeditious retreat, magic missile, orb of lesser cold*CA (+17 ranged, DC 16), *shield*
0 (6 per day) -- *arcane mark, dancing lights, detect magic, mage hand, ray of frost* (+17 ranged touch), *read magic, resistance*

Abilities Str 19, Dex 16, Con 14, Int 14, Wis 12, Cha 20

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage (white), Hover, Improved Natural Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, Sudden Silent, TrackB

Skills Bluff +9, Concentration +20, Control Shape +16, Craft (trapmaking) +4, Hide +18, Jump +13, Knowledge (arcana) +10, Listen +11, Profession (miner) +3, Search +6, Spellcraft +24, Spot +11, Tumble +4

Possessions*bracers of armor +6, ring of protection +5, ring of evasion, belt of giant strength +6, vest of resistance +5, lesser metamagic rod of Extend Spell, lesser metamagic rod of Empower Spell, lesser metamagic rod of Maximize Spell, cape of the mountebank, brooch of shielding*

Hook "The dragon is the most perfect of creatures."

Alternate Form (Su): Meepo can change into his kobold or hybrid form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 6d8 points of damage (Ref DC 22 half).

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Wings (Ex): Meepo has grown white, dragonlike wings and can use them to fly.

Male Half-Kobold Half-Werefleshraker sorcerer 6/dragon disciple 10 (Hybrid Form)

N Medium dragon (augmented humanoid, reptilian, shapechanger)

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11

Languages Common, Draconic, empathic link

AC 40, touch 22, flat-footed 33

hp 146 (20 HD); damage reduction 5/silver

Fort +22, **Ref** +21, **Will** +21

Immune cold, paralysis, sleep

Weakness light sensitivity

Speed 30 ft. (6 squares), fly 30 ft. (average)

Melee claw +20 (1d6+7) or

Melee 2 claws +20 (1d6+7) or

Melee bite +15 (1d6+3) or

Base Atk +13; **Grp** +20

Special Actions breath weapon (cold, 6d8)

Combat Gear 4 *potions of cure light wounds*, 6 *potions of cure moderate wounds*, 6 *potions of cure serious wounds*

Sorcerer Spells Known (CL 6th):

3rd (9 per day) -- *haste*

2nd (8 per day) -- *scorching ray* (+20 ranged touch), *wraithstrike*CV

1st (8 per day) -- *expeditious retreat, magic missile, orb of lesser cold*CA (+20 ranged, DC 16), *shield*

0 (6 per day) -- *arcane mark, dancing lights, detect magic, mage hand, ray of frost* (+20 ranged touch), *read magic, resistance*

Abilities Str 25, Dex 24, Con 18, Int 14, Wis 12, Cha 20

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage (white), Hover, Improved Natural

Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, Sudden Silent, TrackB

Skills Bluff +9, Concentration +22, Control Shape +16, Craft (trapmaking) +4, Hide +18, Jump +16, Knowledge (arcana) +10, Listen +11, Profession (miner) +3, Search +6, Spellcraft +24, Spot +11, Tumble +8

Possessions*bracers of armor +6, ring of protection +5, ring of evasion, belt of giant strength +6, vest of resistance +5, lesser metamagic rod of Extend Spell, lesser metamagic rod of Empower Spell, lesser metamagic rod of Maximize Spell, cape of the mountebank, brooch of shielding*

Hook "The dragon is the most perfect of creatures."

Alternate Form (Su): Meepo can change into his kobold or hybrid form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 6d8 points of damage (Ref DC 24 half).

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Wings (Ex): Meepo has grown white, dragonlike wings and can use them to fly.

Male Half-Kobold Half-Werefleshraker sorcerer 6/dragon disciple 10 (Animal Form)

N Medium dragon (augmented humanoid, reptilian, shapechanger)

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11

Languages Common, Draconic, empathic link

AC 29, touch 17, flat-footed 22

hp 146 (20 HD); damage reduction 5/silver

Fort +17, **Ref** +16, **Will** +16

Immune cold, paralysis, sleep

Weakness light sensitivity

Speed 50 ft. (10 squares), fly (30 ft.)

Melee claw +17 (1d8+4 plus poison) or

Melee 2 claws +17 (1d8+4 plus poison) and

Melee bite +12 (1d6+2) and

Melee tail +12 (1d6+2 plus poison)

Base Atk +13; **Grp** +17

Atk Options leaping pounce, poison, rake 1d6+2

Special Actions breath weapon (cold, 6d8)

Sorcerer Spells Known (CL 6th):

3rd (9 per day) -- *haste*

2nd (8 per day) -- *scorching ray* (+20 ranged touch), *wraithstrike*CV

1st (8 per day) -- *expeditious retreat*, *magic missile*, *orb of lesser cold*CA (+20 ranged, DC 16), *shield*

0 (6 per day) -- *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost* (+20 ranged touch), *read magic*, *resistance*

Abilities Str 19, Dex 24, Con 18, Int 14, Wis 12, Cha 20

SQ alternate form, familiar (toad), lycanthropic empathy, share spells

Feats AlertnessB (if familiar within 5 ft.), Draconic Breath, Draconic Heritage (white), Hover, Improved Natural Attack (claw), Iron WillB, Lycanthropic Spell, Silent Spell, Sudden Silent, TrackB

Skills Bluff +9, Concentration +22, Control Shape +16, Craft (trapmaking) +4, Hide +18, Jump +25, Knowledge (arcana) +10, Listen +11, Profession (miner) +3, Search +6, Spellcraft +24, Spot +11, Tumble +8

Hook "The dragon is the most perfect of creatures."

Alternate Form (Su): Meepo can change into his kobold or hybrid form as a standard action, as though using the *polymorph* spell.

Breath Weapon (Su): Once per day, Meepo can breathe a 30-ft. cone of cold that deals 6d8 points of damage (Ref DC 24 half).

Leaping Pounce (Ex): When Meepo charges a foe, he can make a full attack, including one rake attack. If he hits and damages a Medium or smaller target, he can make a free trip attack without provoking an attack of opportunity. If he succeeds, he can make a free grapple check. Success means the opponent is considered grappled and pinned beneath him. Meepo can deal automatic claw and rake damage on subsequent rounds to a pinned foe with a successful grapple check. If he fails the trip attempt, he cannot be tripped in return. If he fails the grapple check, the opponent is prone in its square but not grappled or pinned.

Light Sensitivity (Ex): Meepo is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lycanthropic Empathy (Ex): Meepo can communicate and empathize with normal fleshrakers.

Poison (Ex): Injury, Fort save DC 24, initial and secondary damage 1d6 Dex.

Rake (Ex): Attack bonus +19, damage 1d6+2.

Wings (Ex): Meepo has grown white, dragonlike wings and can use them to fly.

Male Toad Familiar

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +14, Spot +14

Languages empathic link, speak with master

AC 18, touch 15, flat-footed 17

hp 73 (1/4 HD, effective 20 HD)

Resist improved evasion

Fort +13, **Ref** +10, **Will** +15

Speed 5 ft. (1 square)

Space 1 ft.; **Reach** 0 ft.

Base Atk +13; **Grp** -4

Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

SQ amphibious

Feats Alertness

Skills Bluff +1, Concentration +18, Control Shape +17, Hide +21, Jump -14, Listen +14, Search +1, Spot +14

Hook "Ribbbbit!"

Improved Evasion (Ex): Meepo's toad takes no damage on a successful Reflex save and half damage if the save fails.

Additional Feats

The following feats are from sources other than the *Player's Handbook* and the *Monster Manual*.

Draconic Breath (from *Complete Arcane*): As a standard action, you can convert arcane spell energy into a breath weapon of the energy type matching your draconic heritage. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per spell level you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell expended + your Cha modifier) for half damage. Using Draconic Breath is a supernatural ability.

Draconic Heritage (from *Complete Arcane*): Choose one dragon from the Draconic Heritage list (see *Complete Arcane*, page 78) and gain the indicated skill as a class skill. (Meepo has chosen white dragon, with Balance as a class skill.) This choice represents your draconic heritage, and it cannot be changed once you have taken the feat. A half-dragon must choose the same dragon kind as its dragon parent. In addition, you gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the energy type matching your Draconic Heritage (cold, in Meepo's case). The magnitude of this bonus equals the number of draconic feats you have.

Lycanthropic Spell (from *Faiths and Pantheons*): You can complete the verbal and somatic components of spells while in your lycanthropic forms. For example, while in the form of a wolf, you could substitute barks and gestures with your paws for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage in your lycanthropic form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak in your lycanthropic form.

Sudden Silent (from *Complete Arcane*): Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing its level or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the **RPGA** Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he is still involved in writing, organizing conventions, and playing. He also models proteins for the Biochemistry Department of the University of Nevada, Reno, and spends as much time as possible with his wife and many pets. He expects to enlarge his family by one before the end of the year.

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